

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A computer ~~readable~~ program product embodied on a computer-readable medium storing a game program for making a character use an item in the a progress of the a game, which stores a the game program, when executed, causing a computer to perform an action[[,]] comprising:

providing at least one item, each item being linked with at least one ability to be given to the character for mastery in accordance with operation of ~~the a~~ player;

making the character ~~controlled in accordance with operations of the player use~~ possess an item, the character being controlled in accordance with an operation of the player;

judging whether ~~the a~~ level of mastery for each of the at least one ability of linked with the at least one possessed item ~~used~~ satisfies a predetermined condition, the level of mastery being determined in accordance with an activity of the character while possessing the item; and[[;]]

when the level of mastery for an ability linked with the possessed item ~~of any of said at least one ability~~ satisfies ~~said the~~ predetermined condition, giving the character the ability ~~linked with the item to enable~~ for use in the game in accordance with a subsequent operations operation of the player.

2. (Currently Amended) ~~A~~ The program product as set forth in claim 1, wherein each of the at least one item of equipment is comprises one of a protective gear and a weapon to be used for a fight ~~between characters~~, the level of mastery indicates ~~the a~~ result of the fight ~~between~~

characters while possessing the item, and the predetermined condition indicates ~~the state of a~~ victory in a the fight by the use of that while possessing the item of equipment.

3. (Currently Amended) ~~A~~ The program product as set forth in claim 2, wherein ~~said~~ the program further manages the level of mastery by points, cumulatively adds points with each fight ~~between characters~~, has the predetermined condition indicate ~~the points serving as the a~~ threshold point, and gives the ability when the cumulatively added points exceed ~~said predetermined condition~~ the threshold point.

4. (Currently Amended) ~~A~~ The program product as set forth in claim 3, wherein the program cumulatively adds ~~the a~~ victory points point as the level of mastery for each of the at least one ability when the ~~or any~~ character wins a fight ~~even when merely equipped with an item~~.

5. (Currently Amended) ~~A~~ The program product as set forth in claim 1, wherein ~~said~~ each the at least one ability ~~indicates~~ comprises magic able to be used in a fight in the game between characters.

6. (Currently Amended) ~~A~~ The program product as set forth in claim 5, wherein ~~said~~ the magic has ~~the an~~ effect of inflicting damage on an enemy character in a fight ~~between characters~~ or an effect of mitigating damage due to an attack by an enemy character in a fight ~~between characters~~.

7. A method of processing a game program making a character use an item in ~~the a~~ progress of ~~the a~~ game, the method comprising:

providing ~~one or more items~~ at least one item, each item being linked with ~~abilities~~ at least one ability to be given to a character ~~by~~ for mastery in accordance with operation of ~~the a~~ player; making a character ~~controlled in accordance with operations of a player use~~ possess an item,

the character being controlled in accordance with operations of a player;

judging ~~the~~ a level of mastery for each of the at least one ability linked with the possessed item used, the level of mastery being determined in accordance with an activity of the character while possessing the item; and[[;]]

when the level of mastery for an ability linked with the possessed item satisfies a predetermined condition, giving the character the ability ~~linked with the item to enable~~ for use in the game in accordance with a subsequent operations operation of the player.

8. (Currently Amended) ~~A~~ The method as set forth in claim 7, wherein each of the at least one item of equipment is comprises one of a protective gear or and a weapon to be used for a fight between characters, the level of mastery indicates ~~the~~ a result of the fight while possessing the item between characters, and the predetermined condition indicates ~~the state of a victory in a the~~ fight by the use of that while possessing the item of equipment.

9. (Currently Amended) ~~A~~ The method as set forth in claim 8, ~~which further comprising~~ manages managing the level of mastery by points[[,]] ;

cumulatively ~~adds~~ adding points with each fight ~~between characters~~[[,]] ;

has having the predetermined condition indicate ~~the points serving as the a~~ threshold point[[,]] ; and

~~gives~~ giving the ability when the cumulatively added points exceed ~~said predetermined condition~~ the threshold point.

10. (Currently Amended) ~~A~~ The method as set forth in claim 9, ~~which further comprising~~ cumulatively ~~adds the~~ adding a victory points point as the level of mastery when a character wins a fight ~~even when merely equipped with an item~~.

11. (Currently Amended) A ~~The~~ method as set forth in claim 7, wherein ~~said the~~ ability ~~indicates comprises~~ magic to be used in a fight in the game ~~between characters~~.

12. (Currently Amended) A ~~The~~ method as set forth in claim 11, wherein ~~said the~~ magic has ~~the an~~ effect of inflicting damage on an enemy character in a fight ~~between characters~~ or an effect of mitigating damage due to an attack by an enemy character in a fight ~~between characters~~.

13. (Currently Amended) A game system making a character use an item in ~~the a~~ progress of ~~the a~~ game, ~~said the~~ system comprising:

a unit ~~for execution of that performs~~ the game in accordance with a program;

a memory ~~for storing that stores all or part at least a part~~ of the program;

a display screen ~~for displaying that displays~~ the game being ~~executed performed~~ by the unit;

and

the unit, ~~[[and;]]~~ in accordance with a the program, ~~stored in the memory~~ ~~[[;]]~~

providing ~~one or more items at least one item, each item being~~ linked with ~~abilities at least~~ one ability to be given to a character by for mastery in accordance with an operation of ~~the a~~ player;

making the character ~~controlled in accordance with operations of a player use possess~~ an item, the character being controlled in accordance with an operation of the player;

judging ~~the a~~ level of mastery for each of the at least one ability linked with the possessed item ~~used, the level of mastery being determined in accordance with an activity of the character~~ while possessing the item; and ~~[[;]]~~

when the level of mastery for an ability linked with the possessed item satisfies a predetermined condition, giving the character the ability ~~linked with the item to enable for use in the~~ game in accordance with a subsequent operations operation of the player.

14. (Currently Amended) ~~A~~ The game system as set forth in claim 13, wherein each of the at least one item ~~of equipment is~~ comprises one of a protective gear ~~or and~~ a weapon to be used for a fight ~~between characters~~, the level of mastery indicates ~~the~~ a result of the fight while possessing the item ~~between characters~~, and the predetermined condition indicates ~~the state of~~ a victory in a the fight ~~by the use of that~~ while possessing the item ~~of equipment~~.

15. (Currently Amended) ~~A~~ The game system as set forth in claim 14, wherein ~~said the~~ unit further manages the level of mastery by points, cumulatively adds points with each fight ~~between characters~~, has the predetermined condition indicate ~~the points serving as the~~ a threshold point, and gives the ability when the cumulatively added points exceed ~~said predetermined condition~~ the threshold point.

16. (Currently Amended) ~~A~~ The game system as set forth in claim 15, wherein the unit cumulatively adds ~~the~~ a victory points point as the level of mastery when the character wins a fight ~~even when merely equipped with an item~~.

17. (New) The computer program product as set forth in claim 1, wherein the character can use the given ability without possessing the item.

18. (New) The method as set forth in claim 7, wherein the character can use the given ability without possessing the item.

19. (New) The game system as set forth in claim 13, wherein the character can use the given ability without possessing the item.

20. (New) The program product as set forth in claim 3, wherein the points are cumulatively added to the level of mastery for each ability linked with the possessed item during the fight.

21. (New) The method as set forth in claim 9, wherein the points are cumulatively added to the level of mastery for each ability linked with the possessed item during the fight.

22. (New) The game system as set forth in claim 15, wherein the points are cumulatively added to the level of mastery for each ability linked with the possessed item during the fight.

23. (New) The program product as set forth in claim 1, wherein the at least one item comprises a protective gear and the at least one ability linked with the protective gear comprises offensive abilities.

24. (New) The method as set forth in claim 7, wherein the at least one item comprises a protective gear and the at least one ability linked with the protective gear comprises offensive abilities.

25. (New) The game system as set forth in claim 15, wherein the at least one item comprises a protective gear and the at least one ability linked with the protective gear comprises offensive abilities.
